

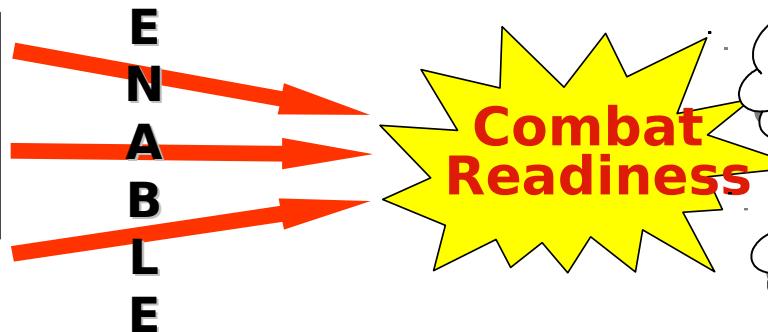
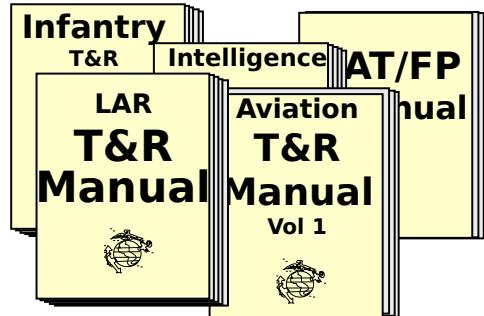
# USMC LVC

## *The Way Ahead*



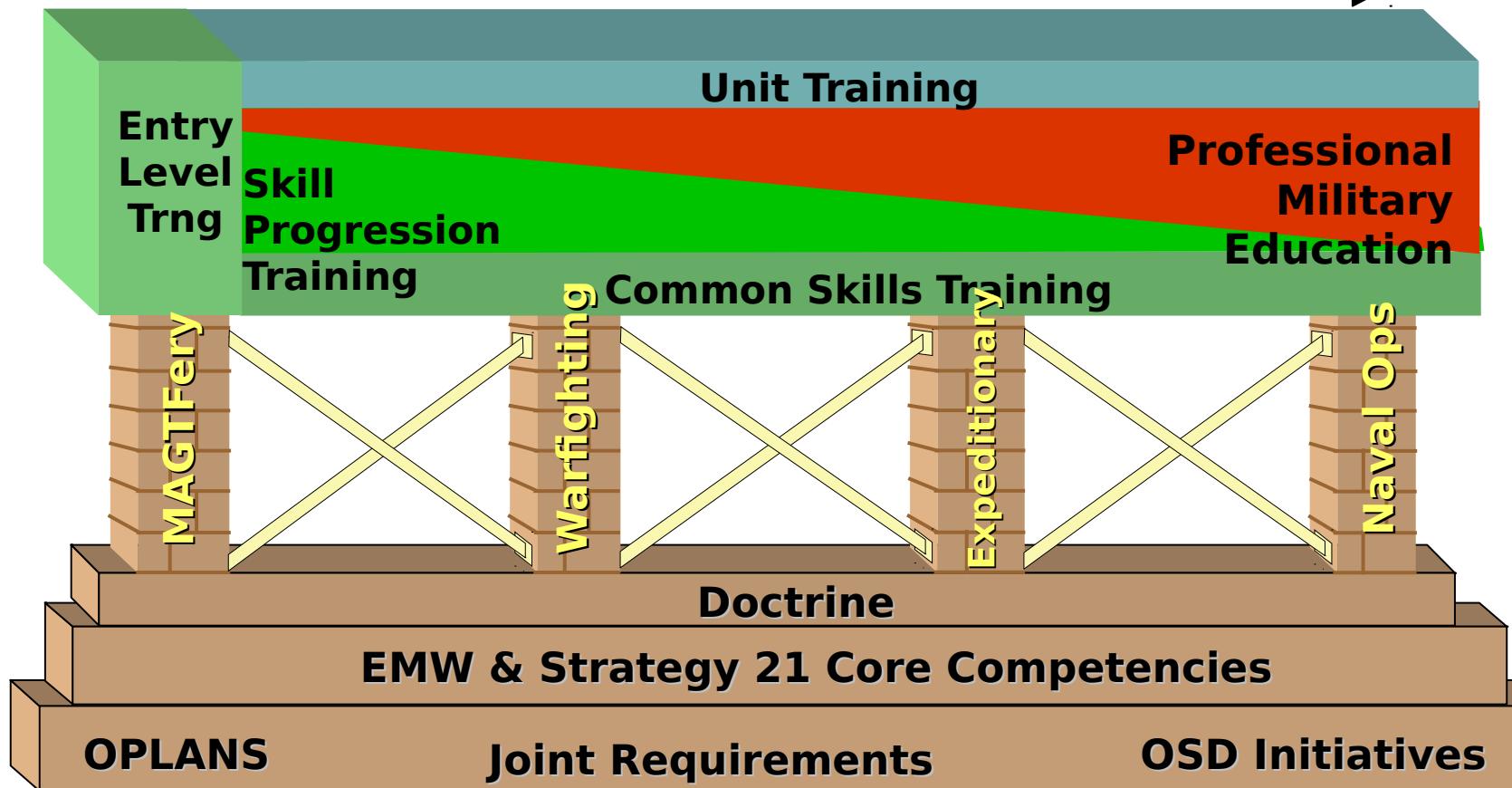
Dr. Mike Bailey      LtCol Bob Armstrong  
Technical Director      Deputy Director  
Training and Education Command

# Framework for All Things T & E



Pvt / 2ndLt ————— SgtMaj / Gen

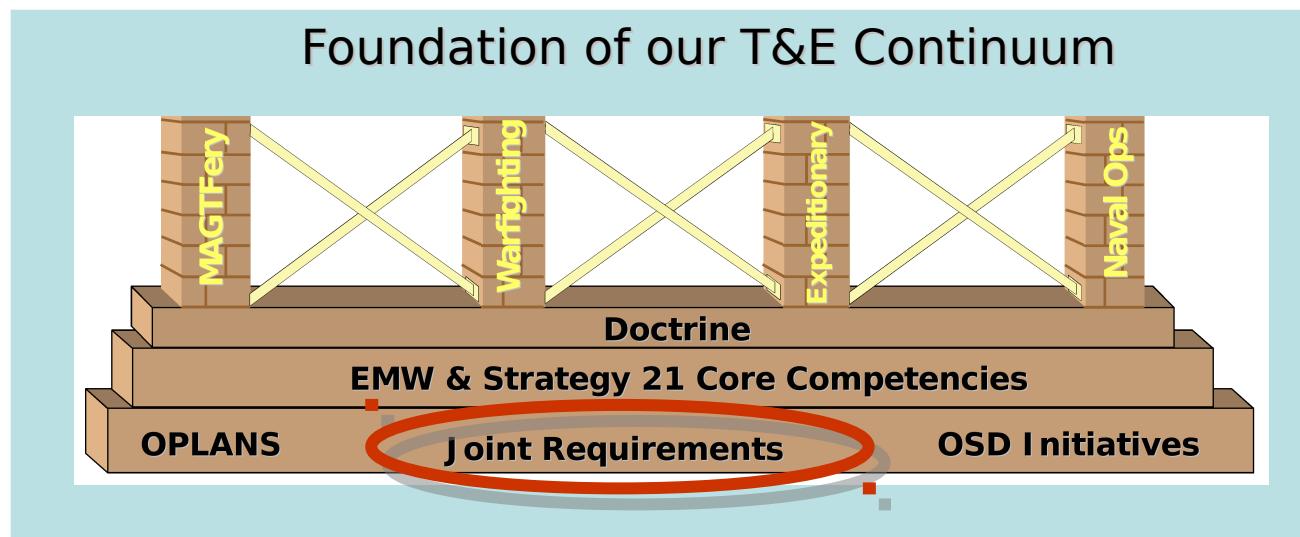
**Training and Education Continuum**





# Training & Education Continuum

- All Training **MUST** Fit Within The T&E Framework
- Provides Focus on Development and Sustainment of Warfighting Skills
- Assists in Setting Priority of Expenditure and Effort



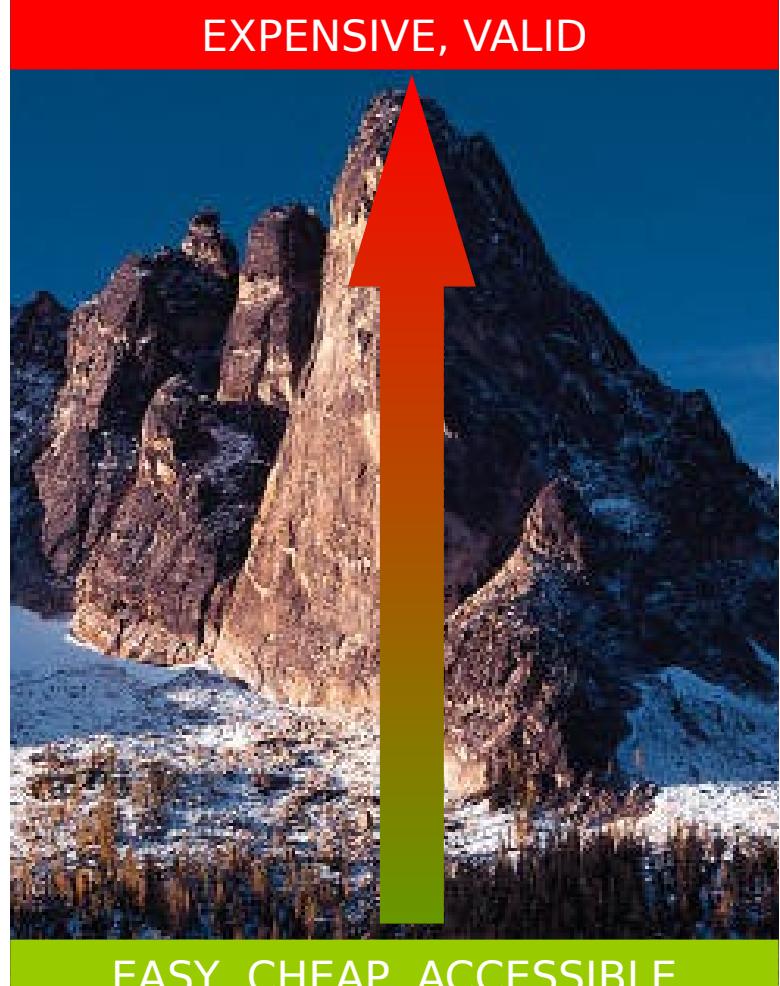


# The Training Spectrum

LVC  
Covera  
ge

- Combat ->
- Instrumented LiveEX ->
- LiveEX ->
- TEWT (FSCEX) ->
- Virtual Exercise ->
- Supported SimEX (Phase III) ->
- Tactical Decision Simulation ->
- Pract. App./Sand Table/CAST ->
- Classroom Instr. (Phase II) ->
- Interactive Multimedia ->
- Asynchronous Text Based

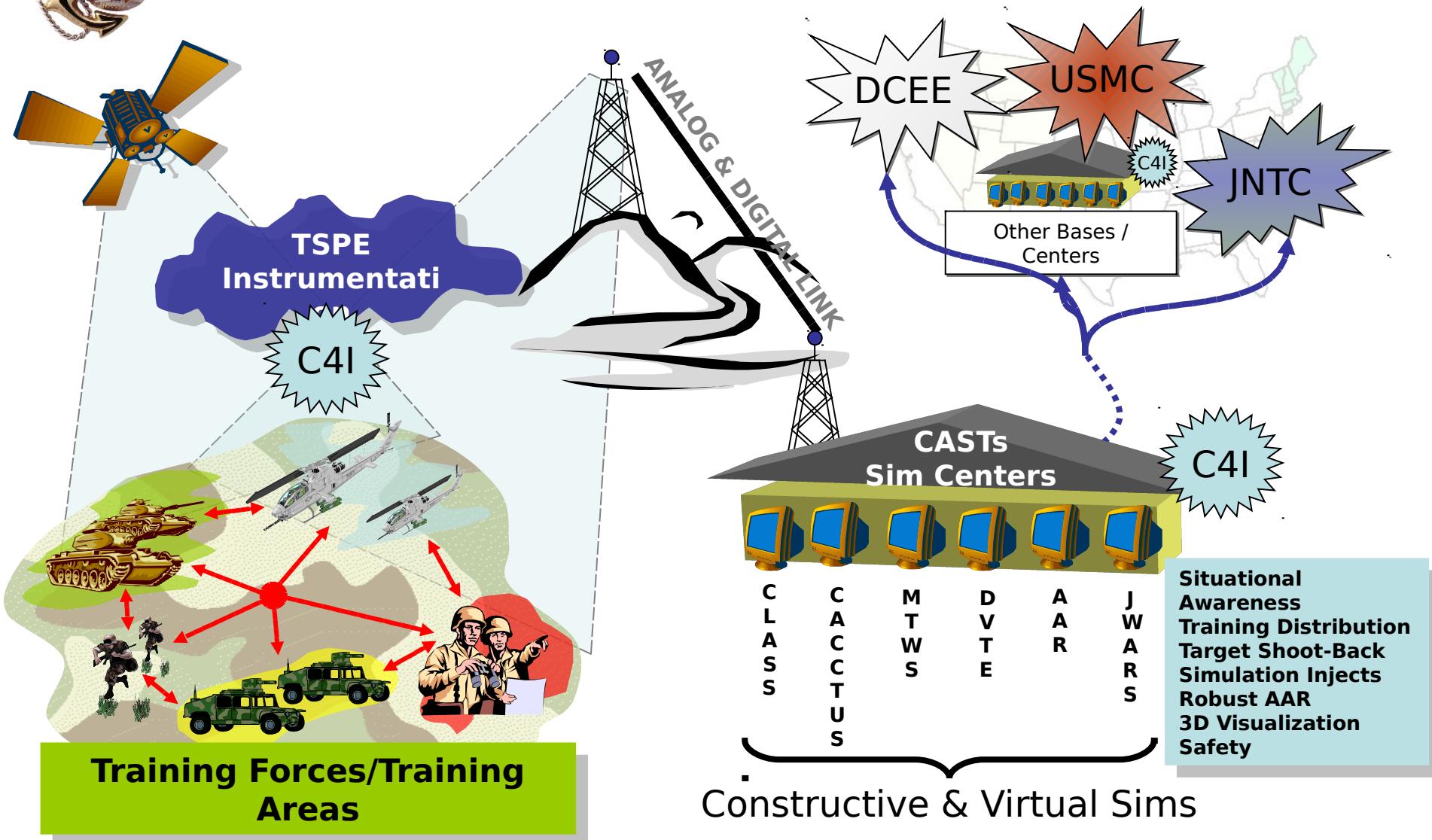
EXPENSIVE, VALID



EASY, CHEAP, ACCESSIBLE



# End State For LVC Training





# Live, Virtual, Constructive

DEFINITIONS

- Live Training
  - Real people operating real systems
- Virtual Simulation
  - Replication of tasks and decision-making environment, usually for small teams and individuals
  - Involve real people operating simulated systems
  - Human in the loop is essential
- Constructive Simulation
  - Simulations appropriate for staff training, wherein individual people and things are aggregated in order to provide a more manageable fidelity for the training audience
  - Involve simulated people operating simulated systems
  - Real people stimulate events, but are not involved in determining outcomes



# The Way Ahead is Interoperable LVC

- Addresses USMC Horizontal and Vertical Seams
- Maintains Focus on Live Training
  - Live-Fire brings Challenges
- Addresses Accountability
- Addresses Inter-Service

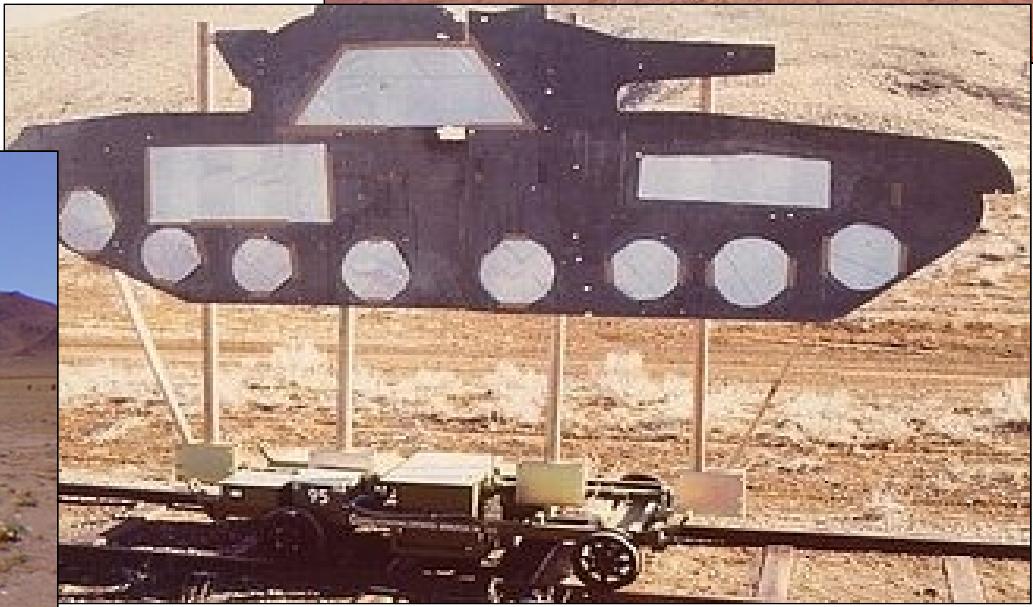




# Our Solution Set



# Range Investment





# USMC Live Training

## Sample Events

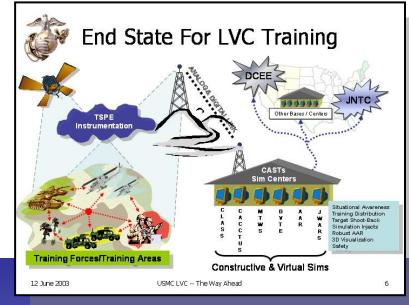
- Combined Arms Exercise
- WTI
- MOUT
- MEU preparation
- Mountain warfare training
- Jungle warfare training
- Unit specific training
- Fixed Range Training
- TEWTs

## Live Training Tools

- Live fire and maneuver ranges
- Ammunition
- Targets
- Special Effects Small Arms Marking System (SESAM)
- MILES/MILES 2000
- IGRS/PLI/NACTS/LATR
- Minor Training Devices



# Instrumentation



## ENVIRONMENTS

### CLOSE QUARTERS

### TRANSITIONAL

### MOUT

### OUTDOOR



HOME RUN

Relative proximity and focus on entity behaviors

Different tracking systems, changing scope

Complex line of sight

Long haul communications and bandwidth requirements

CHALLENGES

VIDEO

IBS/RF-Tagging

GPS

TRACKING SOLUTIONS

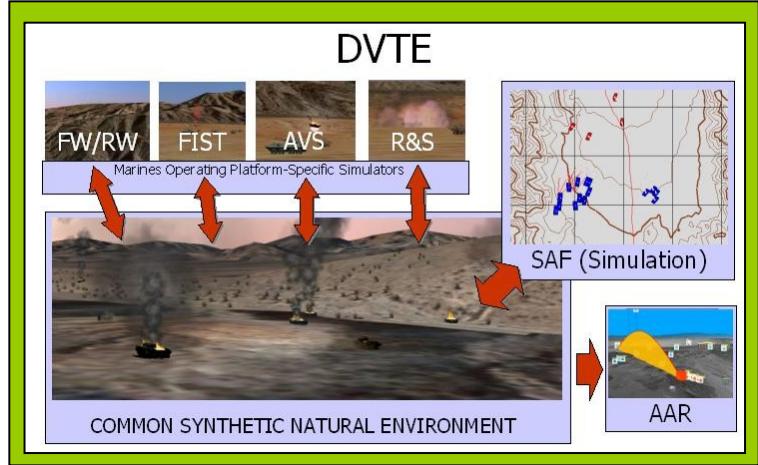


# USMC Virtual Simulations

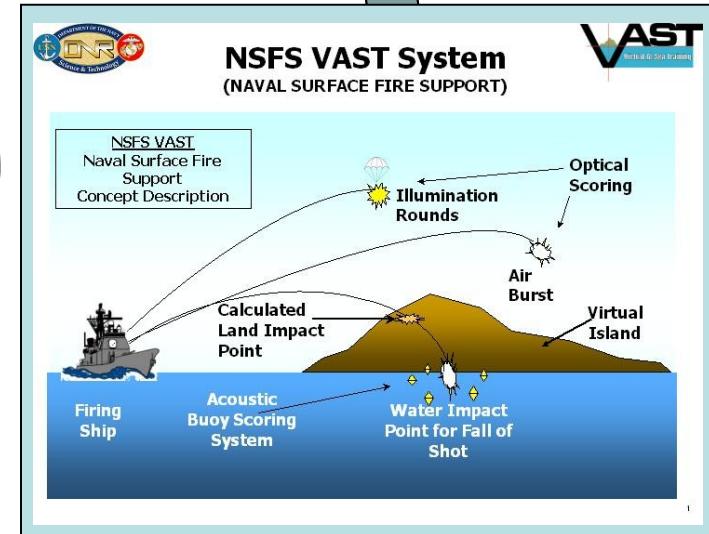
- Indoor Simulated Marksmanship Trainer (ISMT-E)
- ~~Combat Vehicle Training System (CVTS)~~
- Closed Loop Artillery Simulation System (CLASS)
- **Virtual At-Sea Trainer (VAST)**
- Tactical Decision Making Simulation (TDMS)
- Deployable Virtual Training Environment (DVTE)



# DVTE and VAST Demonstrated

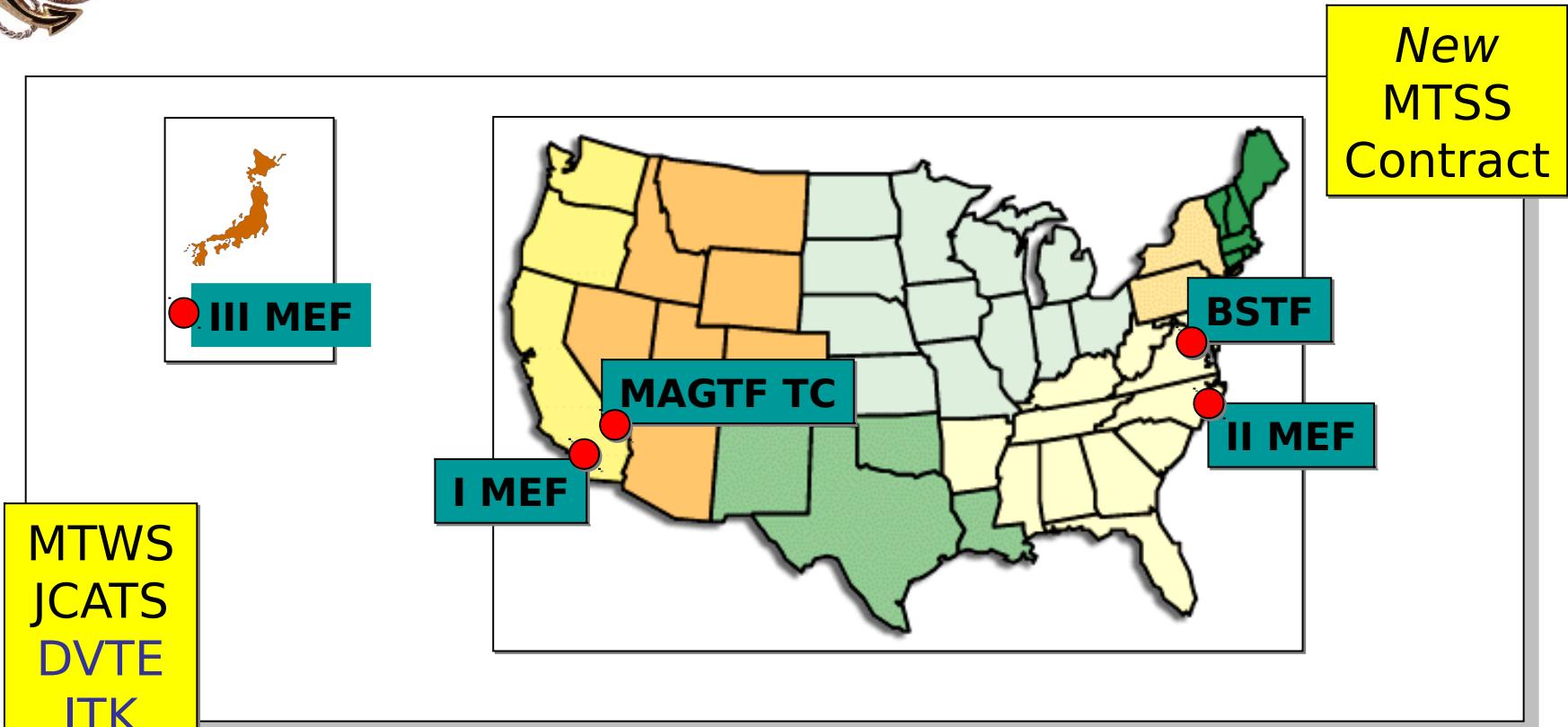


- **BFTT Afloat**
- **Air VAST**
- **Fixed Instrumentation (EGLIN)**
- **JNTC Federation**





# Battle Simulation Centers



- Government Employees & Marines
- Contractor Personnel
- Supporting MSTP & Site-specific Training Events



# USMC Constructive Simulations

- MAGTF Tactical Warfare Simulation (MTWS)
- Joint Conflict and Tactical Simulation (JCATS)
- **Combined Arms C2 Training Upgrade System (CACCTUS)**





# CACCTUS Essential Elements

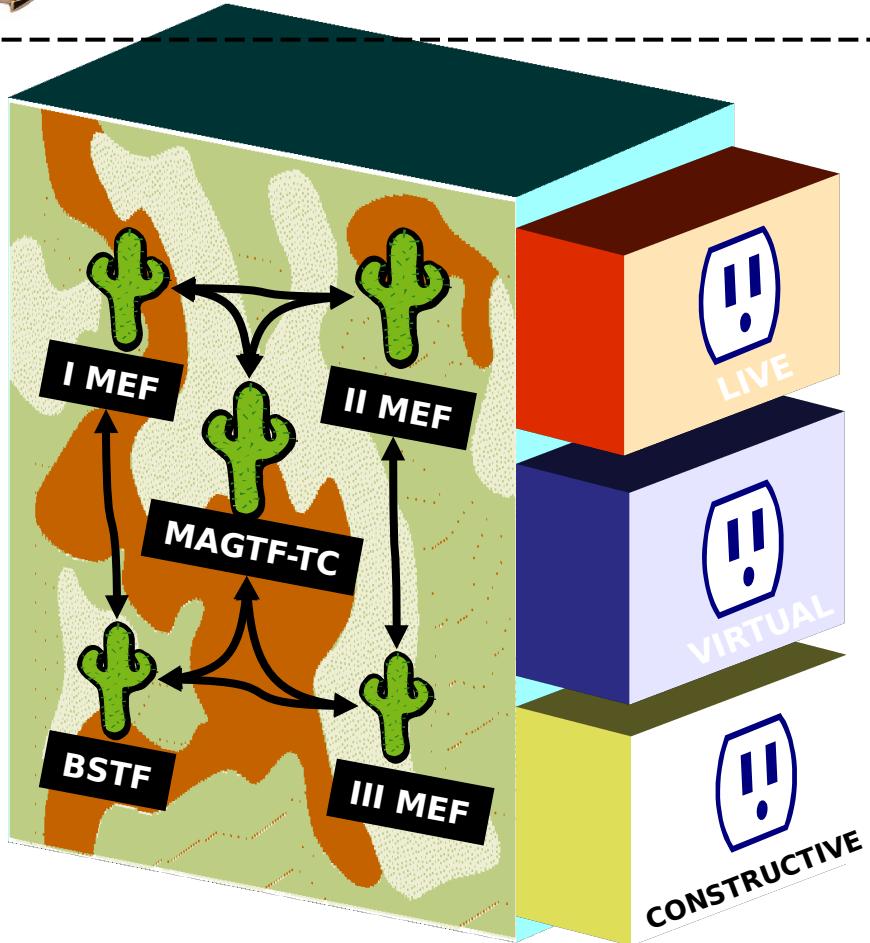
- Train to standards
- Entity level simulation
- Authentic models
- Controllable BDA, attrition
- Controllable model behavior
- After Action Review
- Time management
- Authenticity
- Sensors
- Detection, display, control

# SIMULATION

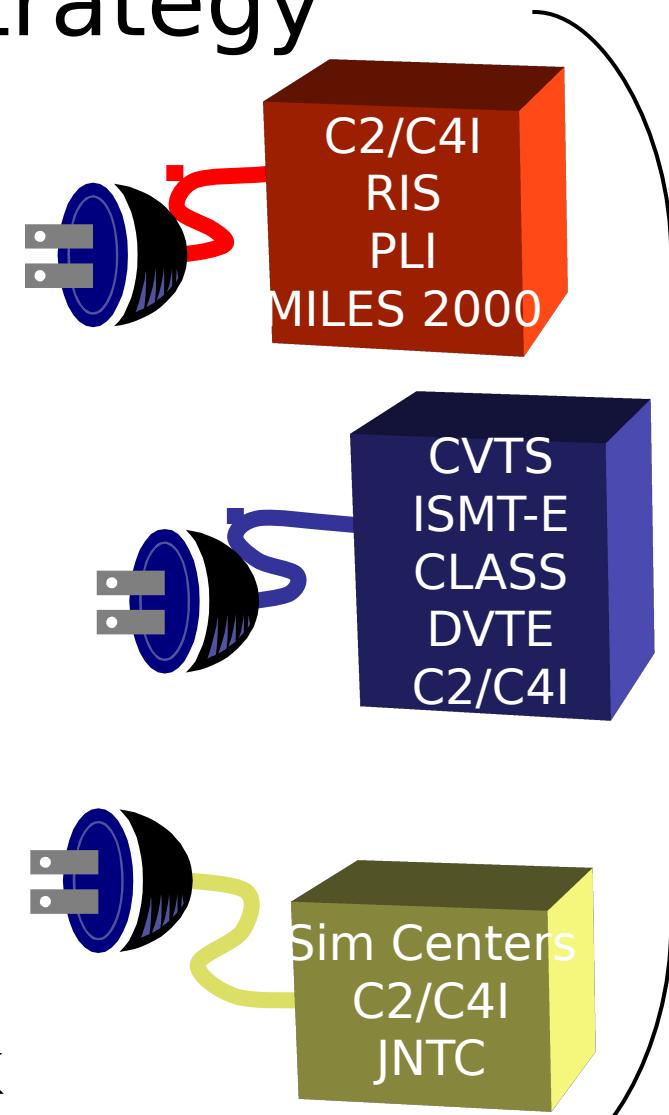
- Realistic training
- Scenario
- and analog
- Configurable comm system
- Link to other bases/stations
- 3-D photorealistic display
- Depiction of trajectories and control measures
- Detection, display of danger areas



# CACCTUS - The Backbone of USMC's LVC Strategy



## CACCTUS Framework

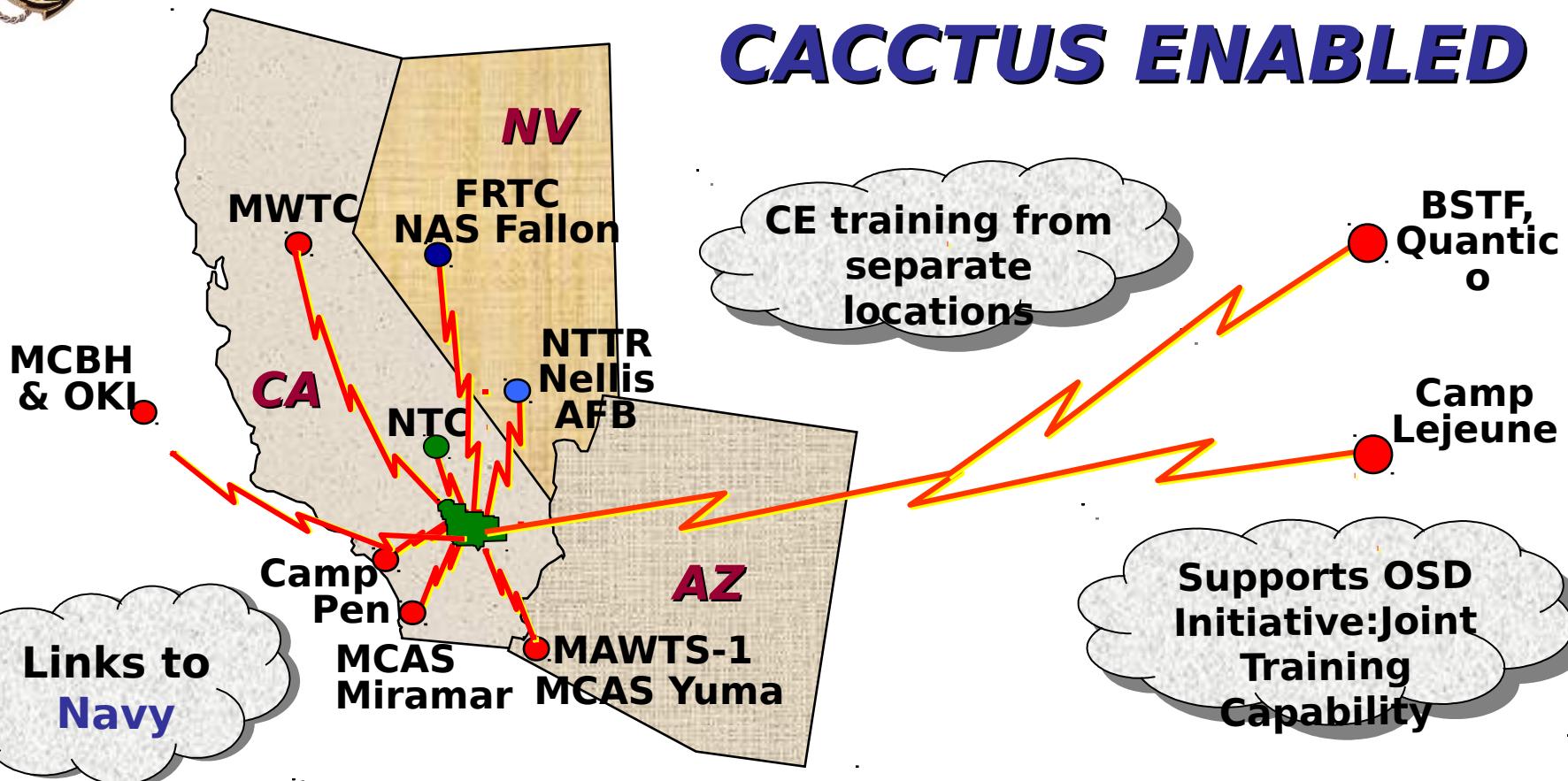


Linkages to LVC World



# Distributed Training Events

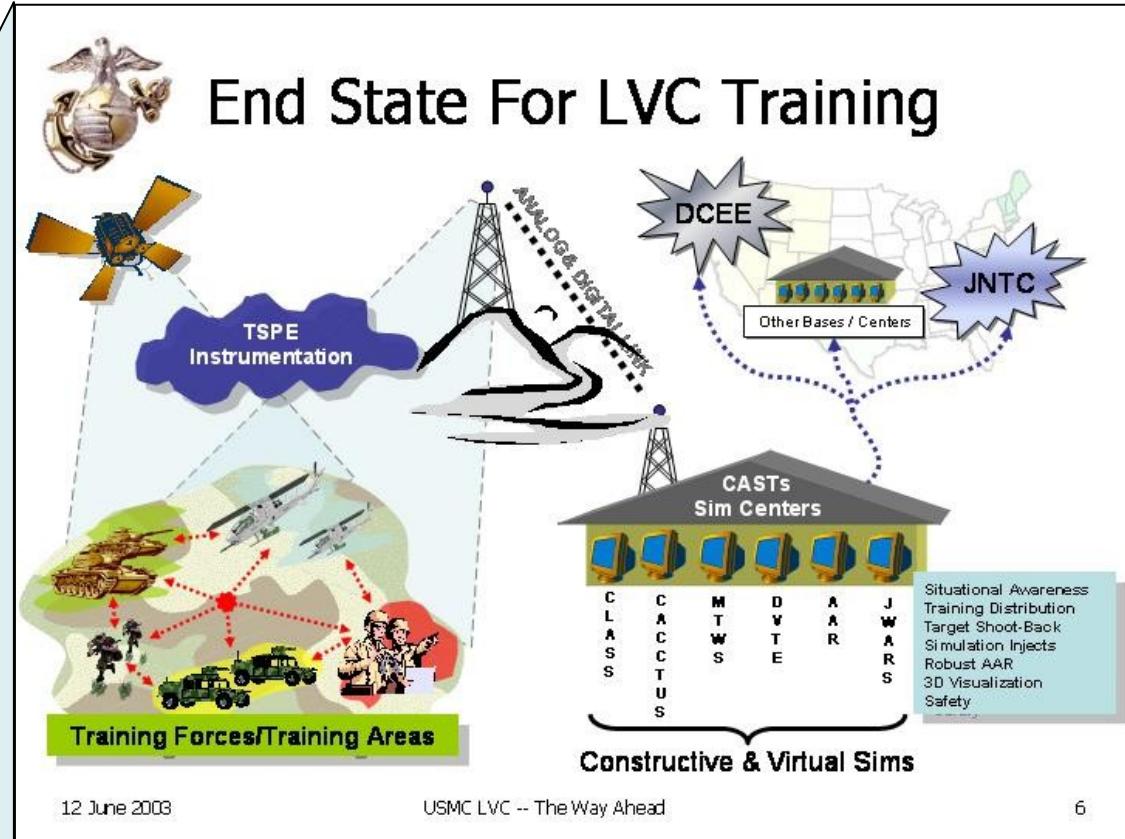
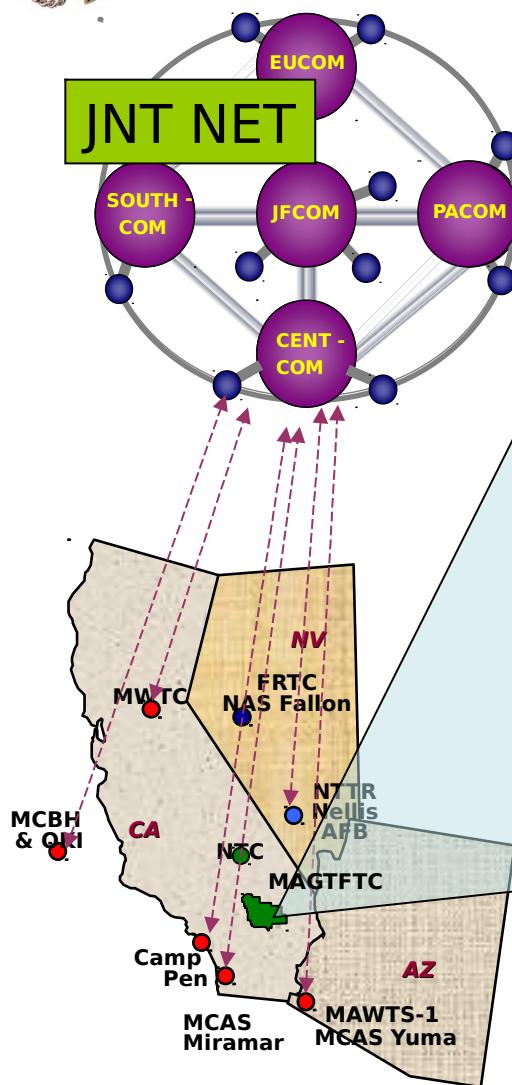
**CACCTUS ENABLED**



USING CASTs, BSTFs, NAVY and JOINT SIM CENTERS



# CACCTUS and the JNTC





# JNTC



Joint  
National  
Training  
Capability

## 1<sup>st</sup> Training Transformation Service Major Training Centers

Realistic Combat Training



Opposing Forces



Ground Truth



Feedback



## 2<sup>nd</sup> Training Transformation Joint National Training Capability

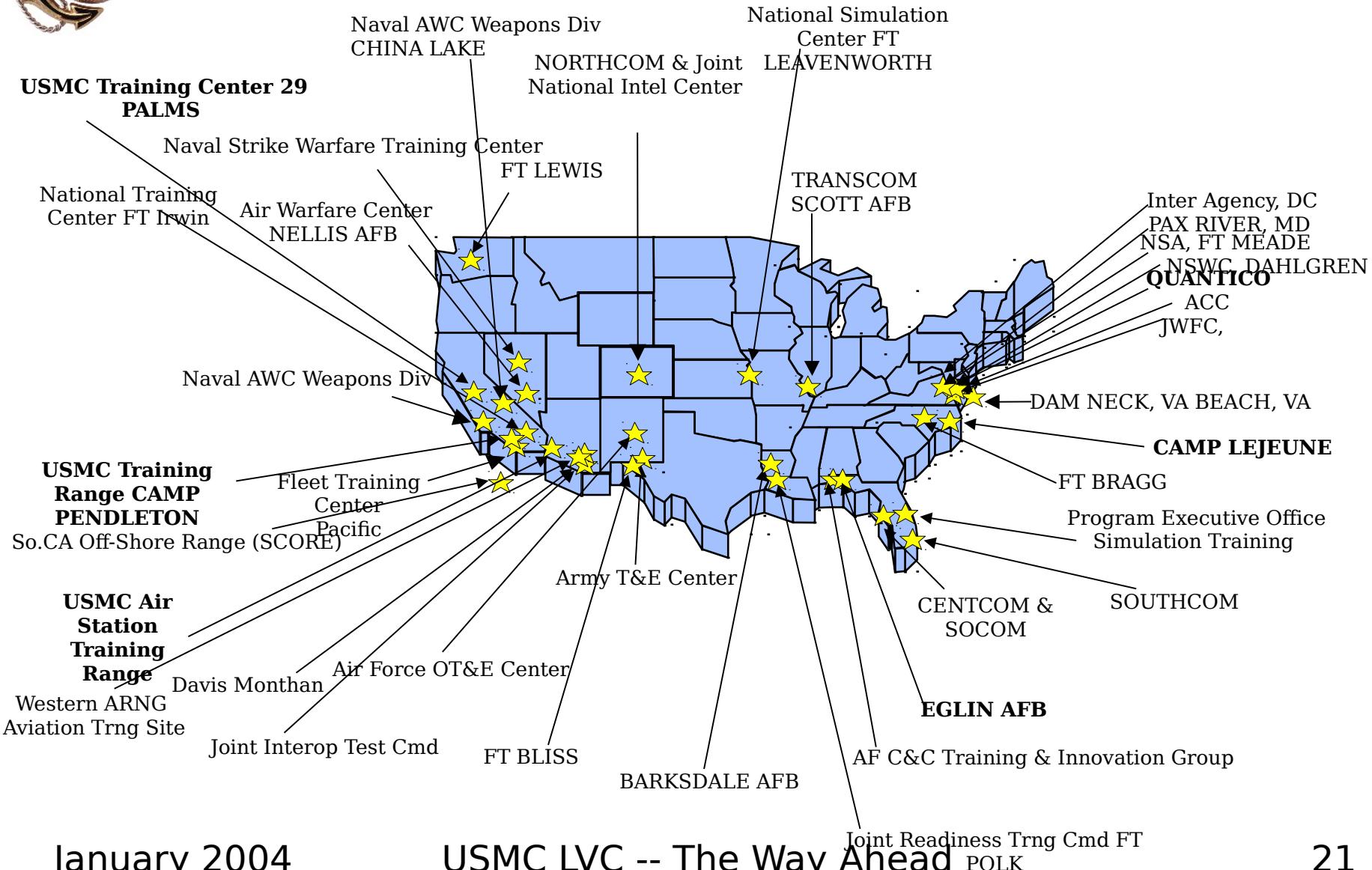
- Appropriate Joint context-horizontal / vertical
- Employs joint doctrine / tactics / techniques
- Live training with simulation / stimulation
- Mission rehearsal implications
- Realistic information ops and C4ISR
- Potentially deployable/distributable
- Asymmetric challenges
- Diverse targets / threats

- Integrated range instrumentation
- Joint Observer / Trainers
- Certified, accredited

- Focus on joint performance outcomes
- Ability to assess concepts and doctrine
- Feeds joint lessons learned
- Promotes Joint Training System use



# JNTC Sites





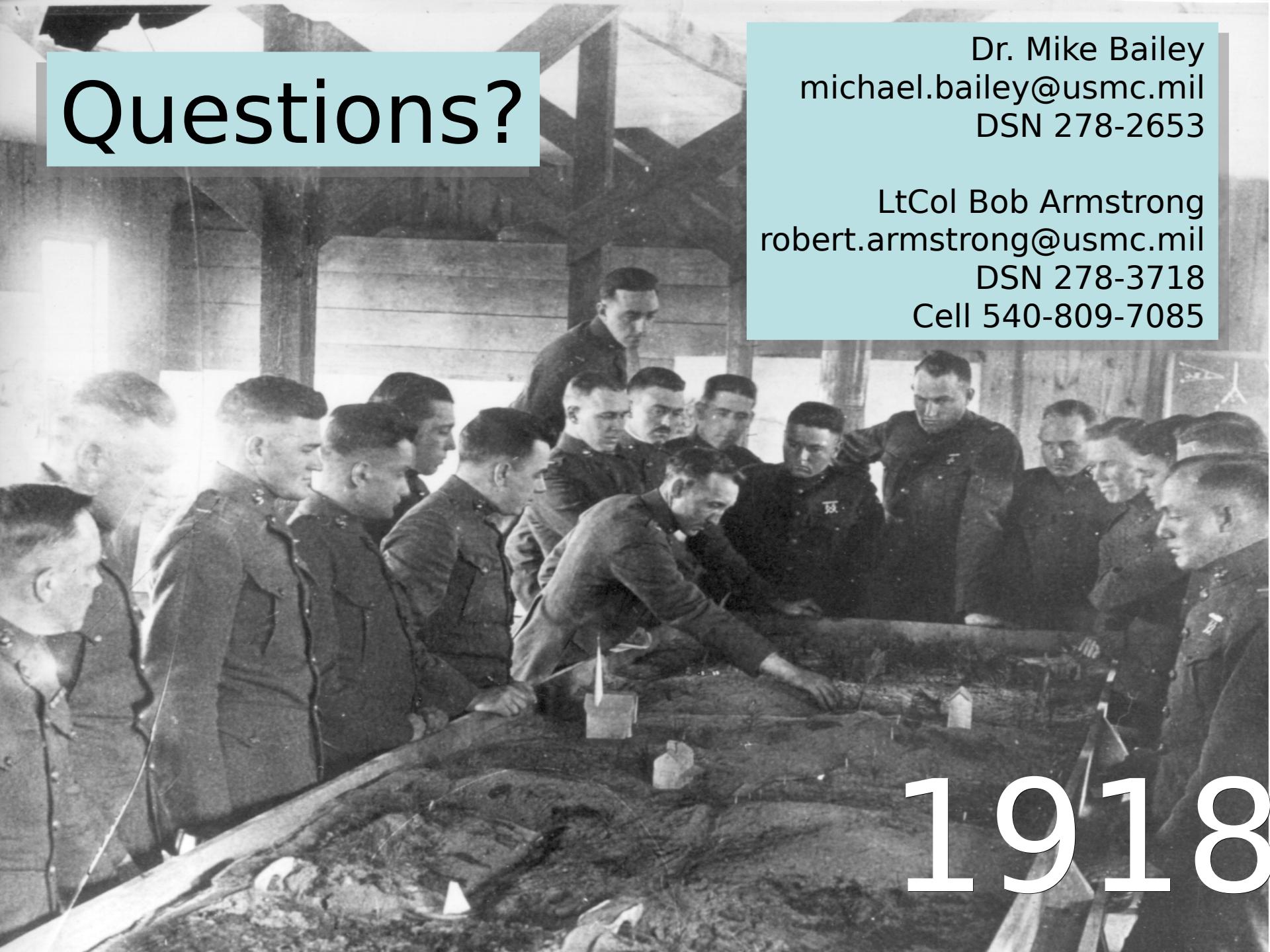
# CACCTUS: Initial Focus on MAGTFTC

- Comprehensive Training Environment
  - Live Fire Combined Arms and Maneuver Training
  - MAGTF Staff Training
  - 10 CAXes per year
- Focal Point for USMC L-V-C Integration
  - CAX is the Integration Event
  - **CACCTUS is the Backbone**

# Questions?

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